Lottie Animations in Android Jetpack Compose
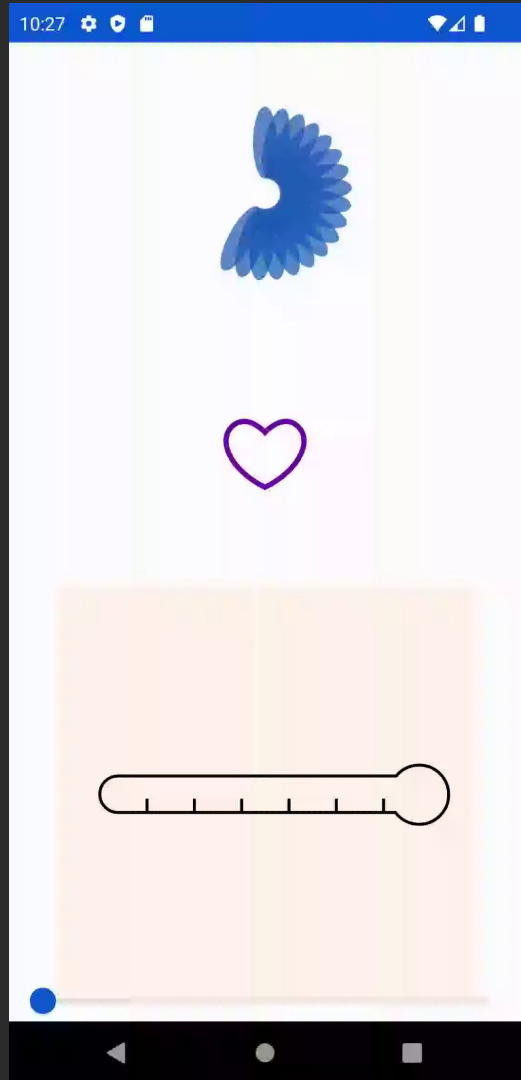
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Overview

- Load an animation using LottieCompositionSpec

- Show the animation on the screen with the LottieAnimation composable

- Use the animateLottieCompositionAsState to customize the animation (eg: speed,iteration)

- Make animation responsive to user interaction (eg: click,scroll)

- Coding **challenge**

Course Demo App

LottieAnimationCompose

An app that show three animations on the screen, a loader animation which plays automatically, a like animation that react to the user click and a thermometer controlled by a slider.

Lottie Animation

- Adobe After Effects animation exported as json with BodymovinCan

- you can get animations on https://lottiefiles.com

- This coffee break is focused on the Lottie Compose Android Library

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Lottie Compose

```kotlin
@Composable
fun MainScreen() {
    val compositionSpec = LottieCompositionSpec.RawRes(R.raw.loading)
    val composition by rememberLottieComposition(compositionSpec)

    val progress by animateLottieCompositionAsState(
        composition = composition,
        speed = 2f,
        iterations = LottieConstants.IterateForever,

    )

    LottieAnimation(
        composition = loaderComposition,
        progress = { progress },
    )
}
```

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Summary

- Load an animation LottieCompositionSpec and rememberLottieComposition

- LottieAnimation displays the animation on the screen

- customize the animation

    - animateLottieCompositionAsState change animation iterations,speed,etc.

    - animateFloatAsState to control the animation progress based on a condition

    - Float to control the animtion progress manually

Thank you

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